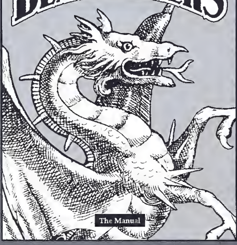
DEMON STALKERS™



The Manual

Table of Contents

Death in Doomfane 1
Getting Started 1
- MAIN MENU OPTIONS 2
- GAME CONTROLS 2
- ARTHUR'S MAGICAL CYPHER 2

Playing Demon Stalkers 3
- HEALTH 3
- ATTRIBUTES 3
- ITEMS 3
- MONSTERS 3
- THE DUNGEON 3

The Construction Set (Editor) 4
- OPTIONS 5
- CLEAR 6
- VIEW 6
- DISK 6
- OBJECTS DISPLAY 6
- EDITING WINDOW 6
- LOCATOR BOX 6

Using the Construction Set (Editor) 7
- CHOOSING A SECTION TO EDIT 7
- PLACING WALLS 7
- PLACING OBJECTS 7
- CHARACTER PLACEMENT 7
- EDITOR ICONS AND KEYBOARD SHORTCUTS 9
- ADDITIONAL KEY COMMANDS 9
- OBJECTS 9

Tips for Advanced Demon Stalkers 12
- PLAYING THE GAME 12
- DUNGEON CONSTRUCTION 12

Death in Doomfane

Danger and death threaten your kingdom in the form of Calvrak, a vicious, hideously evil, and remarkably ugly entity. Calvrak was awakened from its stasis during the construction of the one hundred level dungeon it now inhabits. You drew the short straw—now it is your job to find Calvrak and destroy it. Use the many clues and hints you'll find in the dungeon to accomplish your task.

Each level is fraught with traps, treasures and, as you would expect, dangerous monsters. Explore the dungeon alone or with a partner. Each player is equipped with the latest in crossbow technology. Your weapons are always loaded and ready to fire a bolt. Now if you're ready to hack and slay, greedily collect treasure, and generally wreak some serious havoc—read on!

Getting Started

Before starting *Demon Stalkers*, you should make a backup copy of your scenario disk. You can play *Demon Stalkers* from the original scenario disk, but this is not recommended. Use the following steps to copy your disk.

1. Remove all cartridges and disconnect any printers or modems.
2. Turn on your computer, monitor and disk drive. C128 users enter C64 mode.
3. **IMPORTANT:** Place a write protect tab over the notch on your original scenario disk before you copy the disk.
4. You will need a blank disk to copy your scenario disk. Insert the program side of your disk and type **LOAD "COPY",8,1** to use the copy/formatting program included on your disk. Do not use Fast Load™ to copy your disk.
5. The PROGRAM MASTER disk is side 2 of your game disk, the ORIGINAL SCENARIO disk is side 1 of your game disk, and the SCENARIO COPY disk is your blank disk. Follow the prompts until your copy is complete.

NOTE: Do not turn off your disk drive at any point during the game as this will erase certain vital information stored in the drive RAM.

When your backup is complete, you're ready to start the game. Use the following steps:

1. Turn off the computer and remove all cartridges. Disconnect any printers or modems.
2. Insert the *Demon Stalkers* program master disk in the drive. When asked to insert your scenario disk, insert the *copy* of your scenario disk. Always play from a *copy* of the scenario disk.
3. Plug joystick into port 2 to play a single-player game. Use both ports for a two-player game.

4. Turn on your computer. C128 users enter C64 mode.
5. Type **LOAD "EA",8,1** and press **RETURN**.
6. Hit any key during the title screen to exit to the Main Menu.

MAIN MENU OPTIONS

Use the function keys to choose the following options from the Main Menu:

F1	One player game
F3	Two player game, in which both players are in the dungeon at the same time. The second player uses a joystick in port 1.
F5	Enters the construction set (editor) where you can create and modify your own game levels.
F7	Loads a previously saved game from a scenario disk.

GAME CONTROLS

Commodore key	Magic spell key for player 1. Activates a death scroll (see **"Objects"** in the **Construction Set** section) held by the player.
CRSR up/down	Magic spell key for player 2. See above.
Joystick	Controls player movement. Player one uses a joystick in port 2. Use another joystick in port 1 for two-player games.
Joystick Button	Fires your crossbow.
S	Pauses game (press again to resume play) and provides the following options.
F1	Surrender. The first time you choose this option on any level, all the doors on that level disappear. A second use of this option restarts the character at the beginning of that level. Using this option causes a decrease in strength, armor and magic points.
F3	Quit the current game and return to the Main Menu.
F5	Saves the game to your scenario disk so you can continue later at the beginning of the same level. Note: You can only save one game per disk.

See the Construction Set section for editor keyboard shortcuts.

ARTHUR'S MAGICAL CYPHER

You must use Arthur's Magical Cypher to find the password that will allow you access to lower levels. Line up the first word on the outer wheel with the second word on the inner wheel. Type in the password that appears in the third, innermost window on the wheel.

Playing Demon Stalkers

The following sections describe the various game aspects.

HEALTH

This is the most important value in the game. Health indicates how much more damage you can sustain before dying. Unless you have a Staff of Life (see **Construction Set** section), you die and the game ends when your health reaches zero. (In a two-player game, the player who is left can continue playing.) Replenish your health by picking up food. Some foods increase your health more than others. Some food is poisoned, so eat cautiously. Being hit by any monster or by a mage's fireball decreases your health. Also beware of the deadly Slow Death curse, explained later.

ATTRIBUTES

Each player starts the game with four units of strength, armor and magic. The status of each attribute appears under its icon.

The helm symbolizes your armor attribute, the belt your strength attribute, and the wand your magic attribute.

These attributes decrease over time, and increase with the discovery of various relics. Strength determines how much damage you cause with each of your attacks. Your magic attribute determines how effective your death scrolls are. The armor attribute indicates how much protection your armor provides.

ITEMS

Each level contains many different objects. Each object has its own function. (See the **"Objects"** section of the **Construction Set** for further details on each object.) Move your character over an object to pick it up.

MONSTERS

There are five different types of monsters in Doomfane. Every monster behaves differently.

THE DUNGEON

There are 100 levels in the dungeon, each progressively more difficult. You must find and defeat Calvrak to complete the game. Some levels have a goal which you must complete before you can descend to the next level.

Before you descend the chute to the 100th level, save level 99 to your scenario disk. You cannot save on the lowest level. You may ascend stairs. The level to which you return will be as you left it, except that monsters (but not their vortexes) are regenerated, and broken walls are restored.

Hints for beginners: On level one, if you wander around long enough you will find the stairs leading down; but to assist adventurers new to the dungeon, we have built the walls in the shape of arrows. Follow these arrows to find the down stairs. On level two, don't shoot the snappers. To complete level two you must use every set of stairs on levels one and two. This is a sample of the multi-level puzzles unique to Demon Stalkers.

The Construction Set (Editor)

Use the construction set to create and modify new dungeon levels or to preview levels you haven't yet played. (You cannot modify the Demon Stalkers scenario disk.) Use the joystick to select options. The Main Menu is displayed at the top of the screen. See next page for Main Menu options. Move the hand to highlight the menu option you want to select. Press the button to select the highlighted option. Design dungeon levels on a graph like the one shown below.

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0																					
1																					
2																					
3																					
4																					
5																					
6																					
7																					
8																					
9																					
10																					
11																					

OPTIONS

• **Colours**	Changes screen colors Hold down the button and move the joystick right or left to scroll through the color choices Release the button to make selection
• **Tiles**	Alters the pattern of the floor Hold down the button and move the joystick left or right to scroll through the pattern choices. Release the button to make selection
• **Level Title**	Names the levels you create.
• **Monster 1 or 2**	Selects and sets the characteristics of the two types of monsters chosen for that level To select, hold the button down and move the joystick left or right
Speed	Slow, medium or fast
Damage	1-14 points of damage inflicted per hit Monster color changes to reflect the monster's ferocity, from white monsters (easy) to dark blue monsters (look out!)
Health	The amount of damage this monster can endure before it is killed. This can range from 4-48 points
Type	Rats, mad mages, ghosts, dervishes or snappers (See 'Vortex" in the 'Objects" section for more information on mad mages)
• **Set Goal**	(Optional) Select a goal for each level. If a goal is set, you must complete it before you can descend to the next level Define the goal to find all of one or more of the following artifacts, amulets, chests, relics or scrolls
• **Random Items**	Randomly replaces objects with blank spaces or monsters, and replaces monsters with blank spaces, during play
• **Wrap Around**	Allows you to leave from one side of the level, and re-enter through the opposite side
• **Editor Sound**	Turns on/off the audible signals you hear whenever you change or place items
• **Play Level**	Play test the level Your character starts the level in whichever square was last in the editing window Return to the editor by pressing S to open the Pause Menu, then press F3 to abort the game, and then select F5 to re-enter the editor
• **Play Game**	Starts the game

CLEAR

Restore	Removes the changes you've made since you loaded or last used the **Preserve** option. Any changes made since preserving will be lost.
Preserve	Preserves the current state of the level. **Restore** does not affect changes that have been preserved. Levels being edited are automatically preserved when you load a new level from disk or use the **Clear** function.
Clear	Clears all objects from the level.

VIEW

Allows you to view the entire level. Move the joystick to view different sections of the level.

DISK

Set Level	Type in the level number you want to edit.
Save Level	Saves the current level to the formatted disk (up to 99 different levels may be saved on a single diskette).
Load Level	Loads the level number entered in the **Set Level** option.
Format Disk	Formats a disk on which you can save the levels you create. You *must* use the format disk command to save any levels you create and modify—you cannot save these levels on your scenario disk.

OBJECTS DISPLAY

The left side of the Construction Set screen shows icons of the various objects you can place in the level.

EDITING WINDOW

To the right of the Objects Display is the Editing Window. Use this window to place objects and walls, and to move from one section to another. The section you are editing is outlined by the blinking box. Place walls to correspond with the edges of the blinking box.

LOCATOR BOX

Under the Editing Window is the Locater Box. The black dot inside the Locater Box represents your position within the level. The X and Y values are your coordinates. X ranges from 0-20 (horizontal) and Y ranges from 0-11 (vertical).

Using the Construction Set (Editor)

Use the Options Menu to choose the general parameters of the level. Then use the following instructions to place objects and walls:

CHOOSING A SECTION TO EDIT

1. Use the joystick to move the hand near the Editing Window. Place the hand just outside the blinking box to avoid altering the placement of an object inside the box.
2. Hold down the button
3. Move the joystick toward the section you want to edit
4. Release the button when you arrive at the section you want to edit

PLACING WALLS

1. Choose a section to edit
2. Move the hand to touch the edge of the blinking box where you want to place a wall. The edge changes color
3. Hold down the button until the hand changes color
4. Keep the button depressed and move the joystick left or right to scroll through the various wall choices: blank, solid wall, breakable wall, door, or one-way doors
5. Release the button to select a wall style

PLACING OBJECTS

Joystick:
1. Choose a section to edit.
2. Move the hand to the center of the blinking box
3. Hold down the button until the hand changes color
4. Keep the button depressed. Move the joystick left or right to scroll through the various objects to be placed. Release the button to make your selection

Keyboard:
1. Choose a section to edit
2. Press the key that corresponds to the object you want to place. (See following page.)

CHARACTER PLACEMENT

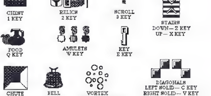
The program uses a predetermined set of rules to set the character's starting position in a dungeon. You should take these rules into consideration when designing your own levels.

1. If characters exit a level by going *down* stairs, they will start on the next level at a position based on one of the following criteria.

- A) *Up* stairs directly below the exit point of the last level
- B) The first set of *Up* stairs found on the new level, searching from the upper-left corner of the level to the lower-right corner
- C) A blank square directly below the exit point of the last level
- D) The first blank square found on the new level, searching from the upper-left corner of the level to the lower-right corner
- E) If the program can't find a suitable starting point, it will load the next level and attempt to find a starting point there.

2. If characters exit a level by going *up* stairs, the above criteria also apply, but A and B will search for *down* stairs instead of *up*
3. If characters go *down* pits, then the program uses criteria C, D, and E.
4. The starting position for level 1 is location X-19, Y-1
5. When playtesting a level, the program will attempt to start your characters at the location shown in the editor window at the time you left the editor

EDITOR ICONS AND KEYBOARD SHORTCUTS



CHEST
1 KEY

RELICS
2 KEY

SCROLL
3 KEY

STAIRS
DOWN— Z KEY
UP — X KEY

FOOD
Q KEY

AMULETS
W KEY

KEY
E KEY

CHUTE
A KEY

BELL
S KEY

VORTEX
MONSTER 1— D KEY
MONSTER 2— F KEY

DIAGONALS
LEFT SOLID— C KEY
RIGHT SOLID— V KEY
LEFT VULNERABLE— B KEY
RIGHT VULNERABLE— N KEY

Note: Vulnerable diagonals can be destroyed by crossbow fire

ADDITIONAL KEY COMMANDS

MONSTER 1	G KEY
MONSTER 2	H KEY

Use these keys to place single monsters on the level.

OBJECTS

Keys Opens doors and locked chests. All two-way doors require keys to open them, so carry as many keys as you can. (One-way doors do not require keys.) Once you use a key it disappears, so you must constantly replenish your supply of keys.

Food	Increases (or decreases, in the case of poisoned food) health points Available food types are banquet, elf cakes, bread and water, and poison	
Monster 1	The first monster you selected from the OPTIONS menu Select monster **1** or Monster 2 to place individual monsters in the level	
Monster 2	The other monster you selected from the OPTIONS menu	
Sewer	The source of all rats except those placed individually under the Monster 1/ Monster 2 options You cannot destroy sewers	
Vortex	The source of all the non rat monsters except those placed individually under the Monster1\Monster 2 options. You can destroy vortexes with crossbow fire or a death spell. When you choose a mage vortex you must also set the frequency with which Fanatical Mad Mages emerge from the vortex Choose from 0 to 7 (never to nearly always) Fanatical Mad Mages are the deadliest monster type.	
Relics	Helm of Defense	Increases your Armor attribute
	Warrior's Belt	Increases your Strength attribute
	Magician's Wand	Increases your Magic attribute
Scrolls	Scrolls A, B and C	Displays the text you entered while in the construction set mode They have no magical properties. You may have 3 different text scrolls per level. Each scroll may contain up to two lines of text.
	Death Scroll	Destroys monsters and vortexes.
	Slow Death Curse	Continues to drain health points until you leave the level
	Score Bonus	Doubles all scores you receive during the next thirty seconds of play
	Open all Doors	Opens all two way doors on the level
Amulets	Note: an amulet's effect lasts less than thirty seconds	
	Wall Walking	Lets players pass through walls
	Invisibility	Become invisible to all monsters
	Extra Speed	Run faster
	Paralysis	Paralyzes the player

Bells	Note. A bell's magical effect lasts less than thirty seconds	
	Time Stop	Stops all monsters and vortexes
	Confusion	Makes all monsters wander around aimlessly
	Summoning	Draws all monsters towards the bell
	Fear	Causes all monsters to run away from you
	Enrage	Causes all monsters to move faster
Chests	Locked	Requires a key to open. Use this option in addition to any other options
	Treasure	Contains gold and jewels
	Scroll	Contains the scroll you select.
	Relics	Contains the relic you select.
	Key	Contains a key
	Amulet	Contains the amulet you select
	Food	Contains the type of food you select
Artifacts	Sword of Slaying	Adds two to your strength attribute and raises your minimum strength to six.
	Magic Shield	Adds two to your armor attribute and raises your minimum armour attribute to six
	Ring of Willpower	Adds two points to your magical attribute and raises your minimum magic attribute to six. Protects you from being taken over by Calvrak's will on the 100th level (If you are taken over, your joystick will not respond properly to your commands)
	Staff of Life	Resurrects any player once. The staff automatically resurrects the dead player and disappears. Only one Staff of Life can be carried by a player at a time

Tips for Advanced Demon Stalkers

PLAYING THE GAME

- Parts of Arthur's journal are found on some levels of the dungeon. This journal contains important clues about Doomfane. You can gain extra health points by correctly answering questions about Arthur's quest.
- Quickly pass by or over sewers. They cannot be destroyed by crossbow fire or death spells.
- In two player games, stand and shoot side by side whenever the corridors are wide enough.
- Don't wake snappers! Most levels can be completed without disturbing them.
- Kill monsters first. *Then* go for the treasure. If the treasure is trapped with an amulet of paralysis, you will be glad you did.
- Use your death scroll immediately when you see dervishes approaching. These monsters will steal it anyway— use it or lose it.
- In two-player games, each player should specialize. Let player one pick up all the belts and helms and do most of the fighting. Player two can grab all the wands and scrolls to become a powerful magic user.
- Slow Death scrolls drain your health until you exit the level. If you pick one up, get out of there *fast*.
- Some items keep ghosts imprisoned. Watch what you grab when ghosts are around.
- The darker the monster, the more damage it can do. Don't go wading into hordes of dark blue mages!

DUNGEON CONSTRUCTION

- Place some fast dervishes near the entrance to a level if you want your player to start the level without keys or scrolls.
- Create some panic. Give a player a Slow Death curse on a level with a hidden goal.
- Create more panic. With the right combination of colors and tiles, you can place an invisible vortex.
- Put mages behind vulnerable walls and give your players a sporting chance to get past—*if* they move fast enough!
- Don't always go for the hack and slay approach. Too many monsters just make a level tedious. Invent a good satisfying puzzle, with fewer (maybe nastier) monsters.
- Use the Preserve and Restore functions as you edit to keep a copy of your level in memory, so you can *undo* changes that you don't like.

LIMITED WARRANTY

Limited Warranty. Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

Media: EA warrants that, under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship.

Software: EA warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and in the user manual.

Warranty Information. If you are having any problems with the product, we are happy to help. Please address all correspondence to Electronic Arts, 1820 Gateway Drive, San Mateo, California 94404. Or call us at (415) 572 ARTS.

Warranty Claims. To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, a statement of the defect, and your name and return address. To replace defective media after expiration of the Warranty Period, send the product, in protective packaging, postage prepaid, to Electronic Arts, at the above address, enclosing proof of purchase, a statement of the defect, your name and return address, and a check for $7.50. EA or its authorized dealer will, at its option, repair or replace the product, and return it to you, postage prepaid, or issue you with a credit equal to the purchase price. THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE SOFTWARE PRODUCT.

Warranty Exclusions. EA EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTIES WITH RESPECT TO THE MEDIA AND THE SOFTWARE, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. ANY WARRANTIES IMPLIED BY LAW ARE LIMITED IN DURATION TO THE WARRANTY PERIOD. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF AN IMPLIED WARRANTY, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

LIMITATIONS ON DAMAGES

EA SHALL NOT IN ANY CASE BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL OR OTHER INDIRECT DAMAGES ARISING FROM ANY CLAIM UNDER THIS AGREEMENT, EVEN IF EA OR ITS AGENTS HAVE BEEN ADVISED OF THE POSSIBLITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS COPYRIGHTED. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS, 1820 GATEWAY DRIVE, SAN MATEO, CALIFORNIA 94404.

ELECTRONIC ARTS MAKES NO WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS." ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH REGARD TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. PLEASE SEE THE ELECTRONIC ARTS LIMITED WARRANTY ENCLOSED WITH THIS PRODUCT.

SOFTWARE © 1987 MICRO FORTE. ALL RIGHTS RESERVED.
MANUAL BY T. L. THOMPSON, DAVID K. SIMERLY AND TIM LITTLE
© 1987 ELECTRONIC ARTS. ALL RIGHTS RESERVED.

Fast Load™ is a trademark of Epyx, Inc.

ELECTRONIC ARTS®
1820 Gateway Drive, San Mateo, CA 94404

144105 Commodore